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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
10/627,515	07/25/2003	Lee E. Cannon	29757/P-834	3255
4743	7590	08/23/2007	EXAMINER	
MARSHALL, GERSTEIN & BORUN LLP 233 S. WACKER DRIVE, SUITE 6300 SEARS TOWER CHICAGO, IL 60606				HOEL, MATTHEW D
ART UNIT		PAPER NUMBER		
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Please find below and/or attached an Office communication concerning this application or proceeding.

The time period for reply, if any, is set in the attached communication.

<b>Office Action Summary</b>	Application No.	Applicant(s)
	10/627,515	CANNON, LEE E.
	Examiner Matthew D. Hoel	Art Unit 3714

-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --

### Period for Reply

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE 3 MONTH(S) OR THIRTY (30) DAYS, WHICHEVER IS LONGER, FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133). Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

### Status

1) Responsive to communication(s) filed on 08 May 2007.  
 2a) This action is FINAL.                    2b) This action is non-final.  
 3) Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

### Disposition of Claims

4) Claim(s) 1-5,23,24 and 26-31 is/are pending in the application.  
 4a) Of the above claim(s) \_\_\_\_\_ is/are withdrawn from consideration.  
 5) Claim(s) \_\_\_\_\_ is/are allowed.  
 6) Claim(s) 1-5,23,24 and 26-31 is/are rejected.  
 7) Claim(s) \_\_\_\_\_ is/are objected to.  
 8) Claim(s) \_\_\_\_\_ are subject to restriction and/or election requirement.

### Application Papers

9) The specification is objected to by the Examiner.  
 10) The drawing(s) filed on \_\_\_\_\_ is/are: a) accepted or b) objected to by the Examiner.  
     Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).  
     Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).  
 11) The oath or declaration is objected to by the Examiner. Note the attached Office Action or form PTO-152.

### Priority under 35 U.S.C. § 119

12) Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).  
 a) All    b) Some \* c) None of:  
 1. Certified copies of the priority documents have been received.  
 2. Certified copies of the priority documents have been received in Application No. \_\_\_\_\_.  
 3. Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).

\* See the attached detailed Office action for a list of the certified copies not received.

### Attachment(s)

1) <input checked="" type="checkbox"/> Notice of References Cited (PTO-892)	4) <input type="checkbox"/> Interview Summary (PTO-413)
2) <input type="checkbox"/> Notice of Draftsperson's Patent Drawing Review (PTO-948)	Paper No(s)/Mail Date. _____
3) <input type="checkbox"/> Information Disclosure Statement(s) (PTO/SB/08)	5) <input type="checkbox"/> Notice of Informal Patent Application
Paper No(s)/Mail Date _____	6) <input type="checkbox"/> Other: _____

## DETAILED ACTION

### ***Claim Rejections - 35 USC § 103***

1. The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

(a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negated by the manner in which the invention was made.

2. The factual inquiries set forth in *Graham v. John Deere Co.*, 383 U.S. 1, 148 USPQ 459 (1966), that are applied for establishing a background for determining obviousness under 35 U.S.C. 103(a) are summarized as follows:

1. Determining the scope and contents of the prior art.
2. Ascertaining the differences between the prior art and the claims at issue.
3. Resolving the level of ordinary skill in the pertinent art.
4. Considering objective evidence present in the application indicating obviousness or nonobviousness.

3. Claims 1-36,38-40, and 42-48 are rejected under 35 U.S.C. 103(a) as being unpatentable over Martinek et al. (WO 031045519), "Martinek" in view of Rackman (US 4,670,857), "Rackman".

Claims 1, 19, 32, 38, 39, 42 and 46: Martinek discloses an apparatus:

- a display unit(pg. 24, line 27);
- a value input device(pg. 24, line 27);
- a controller operatively coupled to said display unit and said value input device, said controller comprising a processor and a memory operatively coupled to said processor (pg. 25, lines 10, 11 and lines 27-31),

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- said controller being programmed to receive downloadable gaming data from a data storage device external to said gaming apparatus(pg. 27, lines 11-19);
- said controller being programmed to receive encrypted gaming data from said data storage device, said encrypted gaming data having been generated by performing a hash function on gaming data to form a first message digest and by encrypting said first message digest utilizing a private encryption key of a gaming data authoring organization and a private encryption key of a gaming regulatory organization(pg. 27, line 13- pg. 28, line 7);
- said controller being programmed to decrypt said encrypted gaming data utilizing a public encryption key of said gaming data authoring organization and a public encryption key of said gaming regulatory organization to form a decrypted message digest(pg. 29, lines 21-25);
- said controller being programmed to perform a hash function on said downloadable gaming data to generate a second message digest(pg. 27, lines 30-33 and pg. 30, lines 18-25); and
- said controller being programmed to compare said decrypted message digest with said second message digest to determine if said downloadable gaming data is authorized(pg. 27, line 30-33 and pg. 30, lines 18-25).

4. Martinek does not disclose double encryption as claimed. Instead, Martinek teaches single encryption (pg. 27, line 13 - pg. 28, line 7) and authentication from both a regulatory agency (pg. 30, lines 26-28) and a game code manufacturer (pg. 31, lines 1-

2). In an analogous game security reference, Rackman (col. 6, lines 1-13) teaches doubly encrypting the message to insure both privacy and authentication.

5. One of ordinary skill in the art would have seen the benefit of double encryption because it allows the receiver to authenticate the transmitter and the transmitter to allow only the receiver to decrypt the message. Therefore, it would have been obvious to one or ordinary skill in the art at the time of the instant invention to modify Martinek with double encryption as taught by Rackman to insure both privacy and authentication.

6. An updated review of the prior art leads the examiner to believe that the modification would have been within the knowledge and skill of one of ordinary skill in the art at the time the invention was made. Figs. 12A,B of U.S. patent 6,866,586 B2 (published before applicants' priority date as 2002/00077178 A1) shows a double-encryption method in which two parties encrypt a message with their respective keys, resulting in double encryption, before the message is forwarded to a third party. In Fig. 12A, step 1208, of '178, the message is encrypted with A's public key and the clearinghouse's private key. In step 1224, the message is encrypted with B's public key and the clearinghouse's private key before being transmitted to B. Figs. 1 and 2 of WO 01/06691 A1 (PCT/US00/19944) also show double encryption involving keys from two parties. In step 116 of Fig. 1, the message is first encrypted with a user's public key. In step 124 of Fig. 1, the message is again encrypted with the network site's private key, resulting in a doubly encrypted message with keys from two parties. O'Reilly's "Practical UNIX & Internet Security," chapter 6 on cryptography, by Garfinkel, et al., 2<sup>nd</sup> ed., Apr. 1996, ISBN 1-56592-148-8, found at

<http://www.unix.org.ua/orelly/networking/puis/index.htm>, outlines double DES encryption on Page 8 in section 6.4.5.1. The message is first encrypted with one key, then another. This requires an attacker to check  $2^{112}$  keys instead of  $2^{57}$  keys. Section 6.4.5.2 takes this a step further with triple DES encryption in which the message is successively encoded with key1, key2, and key3 and then successively decoded by key3, key2, and key1. Since multiple (including double) encrypting and double encrypting using separate keys from separate entities are known in the art generally, would have been will within the motivation and skill level of an ordinary practitioner to encrypt a message twice using private keys from two respective entities and to decrypt the message upon reception using two public keys from the two respective entities. A review of the Martinek specification provides some motivation for this modification.

33:12-20 discusses encrypting communications with digital signatures from the Nevada Gaming Commission to ensure that the downloaded coded has been approved by the Commission. 30:26-31:2 outlines embodiments in which the code is digitally signed by the developer or the Commission. Rather than teaching away, one of ordinary skill in the art could use double encryption so that the downloaded code could be encrypted by both, which would be better than either embodiment separately. Indeed, 30:30-33 suggests providing security to both the game operator and the Commission. 24:5-22 of Martinek also discusses DES encryption and mentions that it is intended that Martinek's application could be used with other authentication methods expected to be developed in the future, so Martinek would have been amenable to the DES multiple encryption of O'Reilly or the double encryption of the Rackman reference; this suggestion makes it

obvious to try the combination in light of KSR (550 U.S. (2007) at 17): "When there is a design need or a market pressure to solve a problem and there are a finite number of identified, predictable solutions, a person of ordinary skill has good reason to pursue the known options within his or her technical grasp. If this leads to the anticipated success, it is likely the product not of innovation but of ordinary skill and common sense. In that instance the fact that a combination was obvious to try might show that it was obvious under § 103."

7. Claim 2: Martinek discloses an apparatus wherein said data storage device comprises a portable data storage medium on which said downloadable data was stored when said portable data storage medium was at a location external to said gaming apparatus and wherein said portable data storage medium is physically moved so that it is operatively coupled to said gaming apparatus in order to transfer said downloadable gaming data to said controller (pg. 26, lines 19-30).

8. Claim 3: Martinek discloses an apparatus wherein-said controller is programmed to receive downloadable gaming data that comprises substantially all gaming data that is necessary to facilitate play of a casino game (pg. 26, lines 15-18).

9. Claim 4: Martinek does not disclose an apparatus wherein said controller is programmed to receive from said data storage device encrypted gaming data that was generated by triply encrypting said first message digest utilizing said private encryption key of said gaming data authoring organization, said private encryption key of said gaming regulatory organization, and a private encryption key of a

casino, and wherein said controller is programmed to triply decrypt said encrypted gaming data utilizing said public encryption key of said gaming data authoring organization, said public encryption key of said gaming regulatory organization, and a public encryption key of said casino to form said decrypted message digest. Instead, Martinek teaches single encryption (pg. 27, line 13 - pg. 28, line 7) and authentication from a regulatory agency (pg. 30, lines 26-28), a game code manufacturer (pg. 31, lines 1-2) and casinos (pg. 3, lines 24-33). In an analogous game authentication reference, Rackman teaches doubly encrypting the message to insure both privacy and authentication (col. 6, lines 1-13). It would have been obvious to one of ordinary skill in the art to add a third encryption to increase the layers of encryption and therefore increase security. One would have seen the benefit of the third layer of encryption supported by the casino, game regulatory authority and/or game code manufacturers because casino management and the governmental regulatory agencies are very concerned with electronic intruders tapping into the casino communication network and manipulating any player terminal, including a slot machine, to fraudulently declare a jackpot. Therefore, it would have been obvious to one of ordinary skill in the art at the time of the instant invention to modify Martinek as modified by Rackman with a third encryption to provide casinos and regulatory agencies (and game code manufacturers) to insure privacy and authentication; thereby preventing tampering and fraudulent jackpots.

10. Claim 5: Martinek discloses an apparatus wherein said gaming system additionally comprises a central computer operatively coupled to each of said gaming

apparatuses, said central computer comprising a memory, and wherein said controller is programmed to receive said downloadable gaming data from said memory of said central computer (pg. 11, lines 21-33).

11. Claim 23: Martinek discloses an apparatus wherein said display unit comprises a video display unit that is capable of generating video images(pg. 24, line 27).

12. Claim 24: Martinek discloses an apparatus, wherein said controller is programmed to cause a video image comprising an image of at least five playing cards to be displayed if said game comprises video poker, wherein said controller is programmed to cause a video image comprising an image of a plurality of simulated slot machine reels to be displayed if said game comprises video slots, wherein said controller is programmed to cause a video image comprising an image of a plurality of playing cards to be displayed if said game comprises video blackjack, wherein said controller is programmed to cause a video image comprising an image of a plurality of keno numbers to be displayed if said game comprises video keno, wherein said controller is programmed to cause a video image comprising an image of a bingo grid to be displayed if said game comprises video bingo(pg. 2, lines 13-30 and pg. 34, lines 23-33).

13. Claim 26: Martinek discloses an apparatus, comprising:

- a display unit (pg. 24, line 27);
- a value input device (pg. 24, line 27);
- a controller operatively coupled to said display unit and said value input device, said controller comprising a processor and a memory operatively coupled to said

processor, said controller being programmed to receive downloadable gaming data from a data storage device external to said gaming apparatus(pg. 25, lines 10, 11 and lines 27-31);

- said controller being programmed to receive encrypted gaming data from said data storage device, said encrypted gaming data having been generated by performing a data-abbreviating function on gaming data to form first abbreviated gaming data and by doubly encrypting said first abbreviated gaming data utilizing an encryption key of a gaming data authoring organization and an encryption key of a gaming regulatory organization (pg. 8, lines 13-27);

- said controller being programmed to decrypt said encrypted gaming data utilizing an encryption key of said gaming data authoring organization and an encryption key of said gaming regulatory organization to form decrypted gaming data(pg. 27, line 13 - pg. 28, line 7);

- said controller being programmed to perform a data-abbreviating function on said downloadable gaming data to generate second abbreviated gaming data(pg. 8, lines 13-27); and

- said controller being programmed to compare said decrypted gaming data with said second abbreviated gaming data to determine if said downloadable gaming data is authorized(pg. 8, lines 13-27).

14. Martinek does not disclose double encryption as claimed. Instead, Martinek teaches single encryption (pg. 27, line 13 - pg. 28, line 7). In an analogous game security reference, Rackman (col. 6, lines 1-13) teaches doubly encrypting the message

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to insure both privacy and authentication. One of ordinary skill in the art would have seen the benefit of double encryption because it allows the receiver to authenticate the transmitter and the transmitter to allow only the receiver to decrypt the message. Therefore, it would have been obvious to one of ordinary skill in the art at the time of the instant invention to modify Martinek with double encryption as taught by Rackman to insure both privacy and authentication.

15. Claim 27: Martinek discloses an apparatus wherein said controller is programmed • to cause a video image comprising an image of at least five playing cards to be displayed if said game comprises video poker, wherein said controller is programmed to cause a video image comprising an image of a plurality of simulated slot machine reels to be displayed if said game comprises video slots, wherein said controller is programmed to cause a video image comprising an image of a plurality of playing cards to be displayed if said game comprises video blackjack, wherein said controller is programmed to cause a video image comprising an image of a plurality of keno numbers to be displayed if said game comprises video keno, wherein said controller is programmed to cause a video image comprising an image of a bingo grid to be displayed if said game comprises video bingo (pg. 2, lines 13-30 and pg. 34, lines 23- 33).

16. Claim 28: Martinek discloses an apparatus wherein said data storage device comprises a computer located at a location remote from said gaming apparatus and wherein said controller is programmed to receive said downloadable gaming data from said computer (pg. 11, lines 21-33).

17. Claim 29: Martinek discloses an apparatus wherein said data storage device comprises a portable data storage medium on which said downloadable data was stored when said portable data storage medium was at a location external to said gaming apparatus and wherein said portable data Storage medium is physically moved so that it is operatively coupled to said gaming apparatus in order to transfer said downloadable gaming data to said controller(pg. 26, lines 19-30).

18. Claim 30: Martinek discloses an apparatus wherein said controller is programmed to receive said encrypted gaming data along with said downloadable gaming data(pg. 27-29).

19. Claim 31: Martinek discloses an apparatus wherein said controller is programmed to receive said encryption key of said gaming data authoring organization and said encryption key of said gaming regulatory organization(pg. 30, lines 26-30).

#### ***Response to Arguments***

20. Applicant's arguments filed May 8<sup>th</sup>, 2007 have been fully considered but they are not persuasive. The examiner's previous "Response to Arguments" and advisory action comments are incorporated by reference. An updated review of the prior art leads the examiner to believe that the modification would have been within the knowledge and skill of one of ordinary skill in the art at the time the invention was made. Figs. 12A,B of U.S. patent 6,866,586 B2 (published before applicants' priority date as 2002/00077178 A1) shows a double-encryption method in which two parties encrypt a

message with their respective keys, resulting in double encryption, before the message is forwarded to a third party. In Fig. 12A, step 1208, of '178, the message is encrypted with A's public key and the clearinghouse's private key. In step 1224, the message is encrypted with B's public key and the clearinghouse's private key before being transmitted to B. Figs. 1 and 2 of WO 01/06691 A1 (PCT/US00/19944) also show double encryption involving keys from two parties. In step 116 of Fig. 1, the message is first encrypted with a user's public key. In step 124 of Fig. 1, the message is again encrypted with the network site's private key, resulting in a doubly encrypted message with keys from two parties. O'Reilly's "Practical UNIX & Internet Security," chapter 6 on cryptography, by Garfinkel, et al., 2<sup>nd</sup> ed., Apr. 1996, ISBN 1-56592-148-8, found at <http://www.unix.org.ua/orelly/networking/puis/index.htm>, outlines double DES encryption on Page 8 in section 6.4.5.1. The message is first encrypted with one key, then another. This requires an attacker to check  $2^{112}$  keys instead of  $2^{57}$  keys. Section 6.4.5.2 takes this a step further with triple DES encryption in which the message is successively encoded with key1, key2, and key3 and then successively decoded by key3, key2, and key1. Since multiple (including double) encrypting and double encrypting using separate keys from separate entities are known in the art generally, would have been will within the motivation and skill level of an ordinary practitioner to encrypt a message twice using private keys from two respective entities and to decrypt the message upon reception using two public keys from the two respective entities. A review of the Martinek specification provides some motivation for this modification.

33:12-20 discusses encrypting communications with digital signatures from the Navada

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Gaming Commission to ensure that the downloaded coded has been approved by the Commission. 30:26-31:2 outlines embodiments in which the code is digitally signed by the developer or the Commission. Rather than teaching away, one of ordinary skill in the art could use double encryption so that the downloaded code could be encrypted by both, which would be better than either embodiment separately. Indeed, 30:30-33 suggests providing security to both the game operator and the Commission. 24:5-22 of Martinek also discusses DES encryption and mentions that it is intended that Martinek's application could be used with other authentication methods expected to be developed in the future, so Martinek would have been amenable to the DES multiple encryption of O'Reilly or the double encryption of the Rackman reference; this suggestion makes it obvious to try the combination in light of KSR (550 U.S. (2007) at 17): "When there is a design need or a market pressure to solve a problem and there are a finite number of identified, predictable solutions, a person of ordinary skill has good reason to pursue the known options within his or her technical grasp. If this leads to the anticipated success, it is likely the product not of innovation but of ordinary skill and common sense. In that instance the fact that a combination was obvious to try might show that it was obvious under § 103."

***Citation of Pertinent Prior Art***

21. The prior art made of record and not relied upon is considered pertinent to applicant's disclosure. Chapters 5 and 10 of "Cryptography Decrypted," by Mel, et al., 2001, Addison-Wesley, New York, outline DES and public keys generally.

***Conclusion***

22. Any inquiry concerning this communication or earlier communications from the examiner should be directed to Matthew D. Hoel whose telephone number is (571) 272-5961. The examiner can normally be reached on Mon. to Fri., 8:00 A.M. to 4:30 P.M.

23. If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Robert E. Pezzuto can be reached on (571) 272-6996. The fax phone number for the organization where this application or proceeding is assigned is 571-273-8300.

24. Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see <http://pair-direct.uspto.gov>. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free). If you would like assistance from a USPTO Customer Service Representative or access to the automated information system, call 800-786-9199 (IN USA OR CANADA) or 571-272-1000.

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